

5th Semester	RCS5D002	Artificial Intelligence & Machine Learning	L-T-P 3-0-0	3 Credits
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Objectives

- To learn the concepts of Artificial Intelligence
- To learn the methods of solving problems using Artificial Intelligence
- To introduce the concepts of Expert Systems and machine learning

Module-I:**(12 hours)**

INTRODUCTION –The Foundations of Artificial Intelligence; - INTELLIGENT AGENTS – Agents and Environments, Good Behaviour: The Concept of Rationality, the Nature of Environments, the Structure of Agents, SOLVING PROBLEMS BY SEARCH – Problem-Solving Agents, Formulating problems, Searching for Solutions, Uninformed Search Strategies, Breadth-first search, Depth-first search, Searching with Partial Information, Informed (Heuristic) Search Strategies, Greedy best-first search, A* Search, CSP, Means-End-Analysis.

Module-II:**(12 hours)**

ADVERSARIAL SEARCH – Games, The Mini-Max algorithm, optimal decisions in multiplayer games, Alpha-Beta Pruning, Evaluation functions, Cutting off search, LOGICAL AGENTS – Knowledge-Based agents, Logic, Propositional Logic, Reasoning Patterns in Propositional Logic, Resolution, Forward and Backward chaining - FIRST ORDER LOGIC – Syntax and Semantics of First-Order Logic, Using First-Order Logic , Knowledge Engineering in First-Order Logic - INFERENCE IN FIRST ORDER LOGIC – Propositional vs. First-Order Inference, Unification and Lifting, Forward Chaining, Backward Chaining, Resolution

Module-III:**(6 hours)**

UNCERTAINTY – Acting under Uncertainty, Basic Probability Notation, The Axioms of Probability, Inference Using Full Joint Distributions, Independence, Bayes' Rule and its Use, PROBABILISTIC REASONING – Representing Knowledge in an Uncertain Domain, The Semantics of Bayesian Networks, Efficient Representation of Conditional Distribution, Exact Inference in Bayesian Networks, Approximate Inference in Bayesian Networks

Module-IV:**(10 hours)**

LEARNING METHODS – Statistical Learning, Learning with Complete Data, Learning with Hidden Variables, Rote Learning, Learning by Taking Advice, Learning in Problem-solving, learning from Examples: Induction, Explanation-based Learning, Discovery, Analogy, Formal Learning Theory, Neural Net Learning and Genetic Learning. Expert Systems: Representing and Using Domain Knowledge, Expert System Shells, Explanation, Knowledge Acquisition.

Outcomes

- Ability to comprehend AI & ES to analyze and map real world activities to digital world
- Ability to identify problems that are amenable solved by AI methods
- Ability to design and carry out an empirical evaluation of different AI algorithms

Books:

- [1] Elaine Rich, Kevin Knight, & Shivashankar B Nair, Artificial Intelligence, McGraw Hill, 3rd ed., 2009

- [2] Stuart Russell, Peter Norvig, *Artificial Intelligence -A Modern Approach*, 4/e, Pearson, 2003.
- [3] Nils J Nilsson, *Artificial Intelligence: A New Synthesis*, Morgan Kaufmann Publications, 2000
- [4] Introduction to Artificial Intelligence & Expert Systems, Dan W Patterson, PHI., 2010
- [5] S Kaushik, *Artificial Intelligence*, Cengage Learning, 1st ed. 2011

Digital Learning Resources:

Course Name: Artificial Intelligence Search Methods For Problem Solving
Course Link: https://swayam.gov.in/nd1_noc20_cs81/preview
Course Instructor: Prof. D. Khemani, IIT Madras

Course Name: Fundamentals of Artificial Intelligence
Course Link: https://swayam.gov.in/nd1_noc20_me88/preview
Course Instructor: Prof. S. M. Hazarika, IIT Guwahati

Course Name: Introduction to Machine Learning
Course Link: <https://nptel.ac.in/courses/106/105/106105152>
Course Instructor: Prof. S. Sarkar, IIT Kharagpur

Course Name: Machine Learning
Course Link: <https://nptel.ac.in/courses/106/106/106106202>
Course Instructor: Prof. Carl Gustaf Jansson, IIT Madras